

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Generally sound overcalls at 1 and 2 level may be quite strong
Responses: cue bids show good raises, direct raises weaker, 2 level 9+ pts 3+ trumps, 3 level 11+ pts 4+ trumps.
Responses: Change of suit F1, Fit jumps INV
Aggressive WJO and preempts in 3rd seat
Occasional overcalls on 4 cards, should be 3+ honours
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
2nd (15+-18-), responses as opening 1NT
4th (10+-14), responses as opening 1NT
JUMP OVERCALLS (Style; Responses; Unusual NT)
WJO except when V against NV (10+-14) 2NT enquiry over M
GHESTEM (PRE or STR 55+)
Reopen: 2NT 19-21 BAL
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Direct: GHESTEM (PRE or STR 55+)
Over PRE, 2 suited, majors or OM
Jump: asks for stopper for 3NT, long running minor likely
Reopening: STR, 2/3 places to play
VS. NT (vs. Strong/Weak; Reopening;PH)
(1NT) - 2♣ or (1NT) - P - (P) - 2♣ = ♥+another / 2♦ = ♠+another
Responses: next suit no preference, 2NT NAT
(1NT) - 2NT Any 2-suiter, FG
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
DBL = T/O, Resp: Over weak 2s LEB Slow shows
2NT 15+-18- BAL, system on
Over WK 2 4m promises 5 cards in other M
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Over 1♣ STR, 1♥/♠ NAT may be weak, DBL=2 suits same colour
1♦ - 2 suits same rank, 1NT - 2 suits same shape, 5-4/4-5
OVER OPPONENTS' TAKEOUT DOUBLE
1M - (DBL) - 2NT = value raise to 3M+, 3M weaker
1m - (DBL) - 2NT NAT
FIT jumps, New suits F1

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4th, STND, 2nd fr 3+ bad	4th, STND, 2nd fr 3+ bad	
NT	4th, STND, 2nd fr 3+ bad	4th, STND, 2nd fr 3+ bad	
Subseq			
Other: K asks for Count (Suit). Card above asks for Unblock (NT)			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(+) Ax(+) ATT	AKx(+) Ax(+) ATT	
King	AKx(+) CT, KQx(+), ATT	AKJx(+) UB, KQ10x(+) UB	
Queen	QJ(+) ATT, Q ATT	QJ(10/9)(+) ATT	
Jack	J10(9/8)(+) ATT, J, Jx	J10(9/8)(+) AJ10(+) ATT, Jx	
10	(K/Q)109(+) ATT, 10, 10x	(A/K/Q)109(+) ATT, 10x	
9	109x(+), 9, 9x	109x(+), 9, 9x	
Hi-X	10Sx(+), xSx(+), S, Sx	10Sx(+), xSx(+), Sx	
Lo-X	HxxS(+), HxS	HxxS(+), HxS, xxxSx(+)	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	ATT Hi = ENCRG	CT Hi = E	Hi- Suit above Lo Suit below Hi ♠=♣
Suit 2	CT Hi = E	Deception	Middle=Neutral
3	S/P	S/P	
1	ATT Hi = ENCRG	CT Hi = E	As above
NT 2	CT Hi = E	Deception	
3		S/P	
Signals (including Trumps):			
Possible S/P in trumps			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Either 4OM or 43+M, or STR Single suited			
RESP: Over 1♣/♦-DBL-P, CUE = equal length M, 8+			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
NEG DBL THRU 4♦, 1m - (1♥)-DBL exactly 4♠, 1♠ 5+			
1♣ - (1♦)-DBL = exactly 4♥, 1♥ = 5, 1S 4♠+			
NEG DBLs over 2♠ promise 10+ but does not promise special shape			
COMP DBL to 4♠			
Game try doubles if no room after (1x) - 1M- (3x) - DBL			
DBL of their cue - Don't lead my suit			

W B F CONVENTION CARD
CATEGORY: GREEN
NCBO: WALES (CYMRU)
PLAYERS: LAURA WOODRUFF
MIKE CLOSE
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
1st and 2nd WEAK (12-14) NT, 3rd and 4th 14-16 NT
2♣ = FG, 2♦ = STR SINGLE SUITED OR 20-21 BAL
2♥, 2♠ WEAK (5-9), 6 CARD SUIT (possibly 5 in 3rd)
3suit PRE-EMPTIVE, 3NTis 4 level minor pre-empt
4♥, 4♠ PRE-EMPTIVE
Generally sound openings, preempts, responses, many WJO
In competition CUE show good raises, fit bids, frequent non-penalty doubles. 2NT lebensohl in some sequences
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1♣/1♦ may be 3 cards in 3rd/4th 1NT rebid 15-17-, (11-13 in 3rd/4th), after this 2♣ is a shape enquiry re majors, F 2NT
Lebensohl, Slow shows stop
Fit jumps in competition to appropriate level according to values
Cue bids in competition show good raises to appropriate level
Competitive jumps are weaker
1x - DBL -RDBL F DBL or F 2NT
1NT - DBL (PEN) - BID - DBL = T/O, Pass F
GHESTEM (PRE or STR, 55+)
1x - 2y - 2NT F1, 3♣ Enquiry 3♦ Max
4th suit FG
SPECIAL FORCING PASS SEQUENCES
If we bid to 4 level constructively and they save, DBL=min
PASS forcing, PASS then pull DBL = slam try
IMPORTANT NOTES
PSYCHICS: Rare

STND=Standard, STR=Strong, INV=Invitational, ATT=Attitude, CT=Count, UB=Unblock, S/P=Suit Preference, LEB=Lebensohl, WJO=Weak Jump Overcall, M=Major, m=minor, Lead S=Small card led, E=Even

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		4/3	4♦	NAT May be 3 cards in 3rd/4th.	SPLINTERS (losing singleton 10-14) 2NT 16+ balanced	1NT rebid 15-17- (11-13 in 3rd/4th) 2NT 17+-19, 3♣ shape/strength enquiry	FIT jumps NF, 1NT 8-11
1♦		4/3	4♦	NAT May be 3 cards in 3rd/4th	SPLINTERS 2NT 16+ balanced	NEW MINOR is shape enquiry for M 1X – 1♥/♦, 1NT 2♠ 4-4 NF 3♠ 4-4 F1	FIT jumps NF 1NT 6-11
1♥		4	4♦	NAT	SPLINTERS 2NT ART FG	2NT Resp: 3♣=Any Min, 3bids Singleton 3suit Sing ♣, 3NT 15+ BAL 4 new=5 cards	FIT jumps NF, 1NT 6-11 2NT good raise 3♥ weaker
1♠		4	4♦	NAT	SPLINTERS 2NT ART FG	4T=rubbish After 3♣, 3♦ asks for Singleton	Same as 1♥
INT				12-14 BAL (1 st and 2 nd Seat)	NONFORCING STAYMAN, JTB 2NT trans minor	Break Transfers with 4 cards, to 2NT if max	2NT good raise 3♠ weaker
				14-16 BAL (3 rd and 4 th Seat)	2♠ RANGE PROBE, 3♣/♦ via 2♣ SLAM TRY	Over 2♠, 2NT=MIN	
2♣	√	0		ART FG			
2♦	√			8 playing tricks in any suit Or 20-21 BAL	2♥ neg, 2♠ ART, positive AK or >9 count See 2NT	IF 2NT bid, See 2NT opener	
2♥		6(5)		5-9 Weak (4th 10-13) May be 5 in 3 rd	2NT Enquiry, 3♣=8 loser 1H, 3♦=8 loser 2H, 3♥=7 loser 1H, 3♠=7 loser 2H, 3NT AKQxxx	New suits F1	
2♠		6(5)		5-9 Weak (4th 10-13) May be 5 in 3 rd	As 2♥		
2NT				22-23 BAL	5 card PUP STAY, 3♦/3♥/4♦/4♥ JTB, 3♠ Transfer to 3N, 3NT 5♠+4♥ NF	2NT – 3♣ – 3♦ (4 card M) 4♣ = both M After 3♠-3NT, 4 bids Minor SLAM TRY	
3♣		6		PRE (4th 10-13)			
3♦		6		PRE (4th 10-13)			
3♥		6		PRE			
3♠		6		PRE			
3NT				4 level minor pre-empt	4♣/♦, 5♣/♦ pass/correct 4♥/♠ to play		
4♣		7		Solid ♥ or SemiSolid +otherA	Next suit asks for H holding, 4NT asks singleton	Bid outside Ace or singleton	
4♦		7		Solid ♠ or SemiSolid +otherA	Next suit asks for H holding, 4NT asks singleton	Bid outside Ace or singleton	
4♥		7		PRE			
4♠		7		PRE			
4NT				Asks for specific Ace	5♣=0, 5♦/♥/♠/6♣ = that Ace, 5NT=2 Aces		
5♣						HIGH LEVEL BIDDING	
5♦						Cue bids – Lowest available, can be 1st round or 2nd.	
5♥						4NT RKCB 5♣=1 or 4, 5♦=0 or 3, 5♥=2 no Q trumps, 5♠=2+Q.	
5♠						Over 5♣/5♦ next suit asks for Q, 5M=No, 5NT=Yes, no K, Bid Y+lowest K After 4NT, 5NT for K 6♣=0, 6♦=1, 6♥=2, 6♠=3 and guarantees all aces present	
					Other: After low level reverse, 4 th suit or 2NT is Weak route, direct raises F1	Exclusion- jump to 5 of suit asks for Keycards excluding that suit 30/41 responses	
						Interference D14P03/R14P03 D=1st step, I=2nd step, next suit=3rd step	
						Direct 5NT GSF or Pick a slam depending on circumstances. DBL LIGHTNER	
				Version: June 2013			

NAT=Natural, ART=Artificial, NF=Non-Forcing, F1= 1 Round Force, FG=Game Force, PRE=Pre-emptive, JTB=Jacoby Transfers, PUP STAY=Puppet Stayman, H=Honour